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1 **Correlation analysis for abnormal ECG signal features extraction**
Ramli, A.B.; Ahmad, P.A.;
Telecommunication Technology, 2003. NCTT 2003 Proceedings. 4th National Conference on , 14-15 Jan. 2003
Pages:232 - 237

[Abstract] [PDF Full-Text (363 KB)] **IEEE CNF**

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Anna Watson , M. Angela Sasse
Proceedings of the eighth ACM international conference on Multimedia October 2000

This paper presents an experiment comparing the relative impact of different types of degradation on subjective quality ratings of interactive speech transmitted over packet-switched networks. The experiment was inspired by observations made during a large-scale, long-term field trial of multicast conferencing. We observed that user reports of unsatisfactory speech quality were rarely due to network effects such as packet loss and jitter. A subsequent analysis of conference recordings found t ...

2 Countdown to success: dynamic objects, GBB, and RADARSAT-1 — 80%
Daniel D. Corkill
Communications of the ACM May 1997
Volume 40 Issue 5

3 Face recognition: A literature survey — 77%
W. Zhao , R. Chellappa , P. J. Phillips , A. Rosenfeld
ACM Computing Surveys (CSUR) December 2003
Volume 35 Issue 4

As one of the most successful applications of image analysis and understanding, face recognition has recently received significant attention, especially during the past several years. At least two reasons account for this trend: the first is the wide range of commercial and law enforcement applications, and the second is the availability of feasible technologies after 30 years of research. Even though current machine

recognition systems have reached a certain level of maturity, their success is ...

4 PSoup: a system for streaming queries over streaming data 77%

Sirish Chandrasekaran , Michael J. Franklin

The VLDB Journal — The Internati nal Journal on Very Large Data Bases August 2003

Volume 12 Issue 2

Abstract.Recent work on querying data streams has focused on systems where newly arriving data is processed and continuously streamed to the user in real time. In many emerging applications, however, ad hoc queries and/or intermittent connectivity also require the processing of data that arrives prior to query submission or during a period of disconnection. For such applications, we have developed PSoup, a system that combines the processing of ad hoc and continuous queries by treating data and ...

5 Poster papers: Discovery net: towards a grid of knowledge discovery 77%

V. Ćurčin , M. Ghanem , Y. Guo , M. Köhler , A. Rowe , J. Syed , P. Wendel

Proceedings of the eighth ACM SIGKDD international conference on Knowledge discovery and data mining July 2002

This paper provides a blueprint for constructing collaborative and distributed knowledge discovery systems within Grid-based computing environments. The need for such systems is driven by the quest for sharing knowledge, information and computing resources within the boundaries of single large distributed organisations or within complex Virtual Organisations (VO) created to tackle specific projects. The proposed architecture is built on top of a resource federation management layer and is compos ...

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Orna Raz , Philip Koopman , Mary Shaw

Proceedings of the 24th international conference on Software engineering May 2002

Much of the software we use for everyday purposes incorporates elements developed and maintained by someone other than the developer. These elements include not only code and databases but also dynamic data feeds from online data sources. Although everyday software is not mission critical, it must be dependable enough for practical use. This is limited by the dependability of the incorporated elements.It is particularly difficult to evaluate the dependability of dynamic data feeds, because they ...

9 From information to conversation 77%

Mike Robinson , Yu You , Samuli Pekkola

ACM SIGGROUP Bulletin December 2000
Volume 21 Issue 3
We support the calls from many commentators to include human interaction *in* the web, rather than as an extra *outside* the web. We suggest a generic model of awareness, and some specific interpretations: action-event couplings to call a receiver; *general* awareness of *known others;* and *local* awareness of *all others.* We then consider extensions to the web into mobile and domestic appliances, and suggest that an underlying awareness service will be needed the ...

10 A search engine for 3D models 77%
Thomas Funkhouser , Patrick Min , Michael Kazhdan , Joyce Chen , Alex Halderman , David Dobkin , David Jacobs
ACM Transactions on Graphics (TOG) January 2003
Volume 22 Issue 1
As the number of 3D models available on the Web grows, there is an increasing need for a search engine to help people find them. Unfortunately, traditional text-based search techniques are not always effective for 3D data. In this article, we investigate new shape-based search methods. The key challenges are to develop query methods simple enough for novice users and matching algorithms robust enough to work for arbitrary polygonal models. We present a Web-based search engine system that support ...

11 Challenges: Challenges:: environmental design for pervasive computing systems 77%
Ravi Jain , John Wullert
Proceedings of the 8th annual international conference on Mobile computing and networking September 2002
We argue that pervasive computing offers not only tremendous opportunities and exciting research challenges but also possible negative environmental impacts, particularly in terms of physical waste and energy consumption. These environmental impacts will come under increasing government and consumer scrutiny, and like other disciplines (e.g. architecture, transportation), pervasive computing will have to adapt accordingly. Further, we argue that software-related issues will play an increasing ro ...

12 Other impairments and rehabilitation technologies: Development of a new robotic interface for telerehabilitation 77%
Corinna E. Lathan , Sharon Malley
Proceedings of the 2001 EC/NSF workshop on Universal accessibility of ubiquitous computing: providing for the elderly May 2001
A system was developed to use gestural interface technology and interactive robotics to facilitate motor development, functional mobility, and speech and language development of children with a wide range of disabilities. The prototype Gestural Interface and Robotic Technology system is an interactive robotic rehabilitation tool, disguised as a toy, which can be controlled via almost any part of the body, through voice-activation, or through a Web-enabled computer interface. Children with disabi ...

13 Papers: Tactile user interface: Phidgets: easy development of physical interfaces through physical widgets 77%
Saul Greenberg , Chester Fitchett
Proceedings of the 14th annual ACM symposium on User interface software and technology November 2001
Physical widgets or *phidgets* are to physical user interfaces what widgets are to

graphical user interfaces. Similar to widgets, phidgets abstract and package input and output devices: they hide implementation and construction details, they expose functionality through a well-defined API, and they have an (optional) on-screen interactive interface for displaying and controlling device state. Unlike widgets, phidgets also require: a connection manager to track how devices appear on-line; a ...

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Journal on Educational Resources in Computing (JERIC) September 2001

15 Evaluating and Optimizing Thread Pool Strategies for Real-Time CORBA 77%
Irfan Pyarali , Marina Spivak , Ron Cytron , Douglas C. Schmidt
ACM SIGPLAN Notices August 2001
Volume 36 Issue 8
Strict control over the scheduling and execution of processor resources is essential for many fixed-priority real-time applications. To facilitate this common requirement, the Real-Time CORBA (RT-CORBA) specification defines standard middleware features that support end-to-end predictability for operations in such applications. One of the most important features in RT-CORBA is thread pools, which allow application developers and end-users to configure and control processor resources.This paper p ...

16 Testing Intrusion detection systems: a critique of the 1998 and 1999 DARPA intrusion detection system evaluations as performed by Lincoln Laboratory 77%
ACM Transactions on Information and System Security (TISSEC) November 2000
Volume 3 Issue 4
In 1998 and again in 1999, the Lincoln Laboratory of MIT conducted a comparative evaluation of intrusion detection systems (IDSs) developed under DARPA funding. While this evaluation represents a significant and monumental undertaking, there are a number of issues associated with its design and execution that remain unsettled. Some methodologies used in the evaluation are questionable and may have biased its results. One problem is that the evaluators have published relatively little concer ...

17 Software engineering for mobility: a roadmap 77%
Gruia-Catalin Roman , Gian Pietro Picco , Amy L. Murphy
Proceedings of the conference on The future of Software engineering May 2000

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Mark Billinghurst , Thad Starner
ACM SIGCHI Bulletin January 2000
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19 Large-scale space object tracking using APL2 77%
Jack G. Rudd , Richard A. Marsh , Marcus L. Munger
ACM SIGAPL APL Quote Quad , Proceedings of the APL98 conference on Array processing language July 1998
Volume 29 Issue 3
The number of space objects in earth orbit has increased steadily from the launch of the first space object (Sputnik) to the current level of approximately 10,000. The North American Defense Cheyenne Mountain Operations Center (CMOC), operated by

the United States and Canada, provides continuous tracking of this growing constellation of space objects, including active and inactive satellites and space debris. This mission is accomplished for the most part using radar stations and ground-based op ...

20 Parallel and distributed simulation 77%

Richard M. Fujimoto

Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1 December 1999

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21 Using a wearable computer for continuous learning and support 77%
Lawrence J. Najjar , Chris Thompson , Jennifer J. Ockerman
Mobile Networks and Applications March 1999
Volume 4 Issue 1
A wearable computer with an electronic performance support system can provide continuous learning and support to mobile workers. This system allows mobile users to ask for advice, receive instruction, access productivity tools, communicate with others, and assess their knowledge on a continuous basis. Workers can get this support when they need it, where they need it. Compared to traditional training and support, this new technique may provide substantial performance improvements. We are de ...

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Tim Regan
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